From:	
To:	(b) (6)
Cc:	
Subject:	[Non-DoD Source] Adjusted NP2 Burn Up and Down
Date:	Sunday, May 23, 2021 10:53:23 PM
Attachments:	

Ken,

Attached is a reworked NP2 burndown slide, along with a burnup slide. These are what we're intending to show (b) (6) on Tuesday morning. Key points:

- Both slides start in February 2020, which is a more complete picture of progress over time.

- These are ONLY development and MVP IOC backlog work; it does NOT include design, defects, IL2/IL4 testing, integration, deployment, or pay validation efforts

- Both slides show that velocity has increased since January (slope of the actual line has gotten steeper).

- Overall, we were tracking well to plan until the January surge, at which point we fell behind plan due to onboarding of resources and learning curve issues. It looks like we caught up to speed around March/April as our actuals line begins tracking more parallel to plan; however, the velocity wasn't great enough to overcome the initial delta. We seem to be veering further off track recently, mostly due to issues related to concurrency. (The plan rebaseline to account for the recent schedule changes is NOT reflected here.)

- The value of the burnup (again):

  - A burn up chart aligns better to our current situation as time is fixed and our story points vary. In a burn down chart, story points are fixed in the starting value.

  - The burndown chart conflates our two variables of interest (velocity and scope) in the actuals line, so it's difficult to see what's really driving the slope of the line.

  - The total line in the burn up chart allows us to isolate scope changes from the actuals line and visually demonstrates how removing scope could bend the planned line back to close the gap.

VR, (b) (6)

(b) (6), thank you; responding to a smaller group.

Understand on the N1 perception. My leadership will echo:

- CACI was successful in meeting the surge staffing—this was the initial and overarching concern for many months.

- Development is a team sport. This is not a CACI FFP contract with a stated system deliverable. We of course are a key part of the team via providing the development (PeopleSoft configuration) horsepower, but this is still a team effort and it's not CACI's sole decision on what does or does not get developed.

- The slides I sent (will only show the burn down) prove that we have increased development velocity. This will go only higher as we finish design on the 8 May products and have all teams full speed ahead on development. While the schedule still contains risk and unknowns, we are on the path to finish all development by 30 Sep.

Also, if it comes up and being completely honest, we have not always adhered to "ruthless MVP." There are multiple instances, most recently with Retirements and Separations, where the dev team recommended reduced scope and was overruled by the PO. (I think the perception from the tsunami that we're tracking to finish by 30 Sep might be creating the perception in some that "we can add a bit more and it will still be okay"—that can be okay once, but quickly adds up.) The team has been hesitant to vigorously call this out since it could be perceived that we're throwing the POs (and the CPO) under the bus…we'll work this more forcefully with Dexter and Lori going forward.

VR, (b) (6)

From: (b) (6)
Sent: Monday, May 24, 2021 7:41 AM
To: (b) (6)
Cc: (b) (6)

(b) (6)

RE: Adjusted NP2 Burn Up and Down

(b) (6),

- I added on Deanna since she will be attending in my place…I will be on a flight to DC.

- Both slides show the same thing to me…your point of "…We seem to be veering further off track recently, mostly due to issues related to concurrency. " That is what you and your leadership need to address…the 'veer'. Right now N1 leadership has lost confidence in CACI being able to 'un-veer'.

(b) (6)

MyNavy HR IT Solutions PM

From: (b) (6) - US (b) (6)

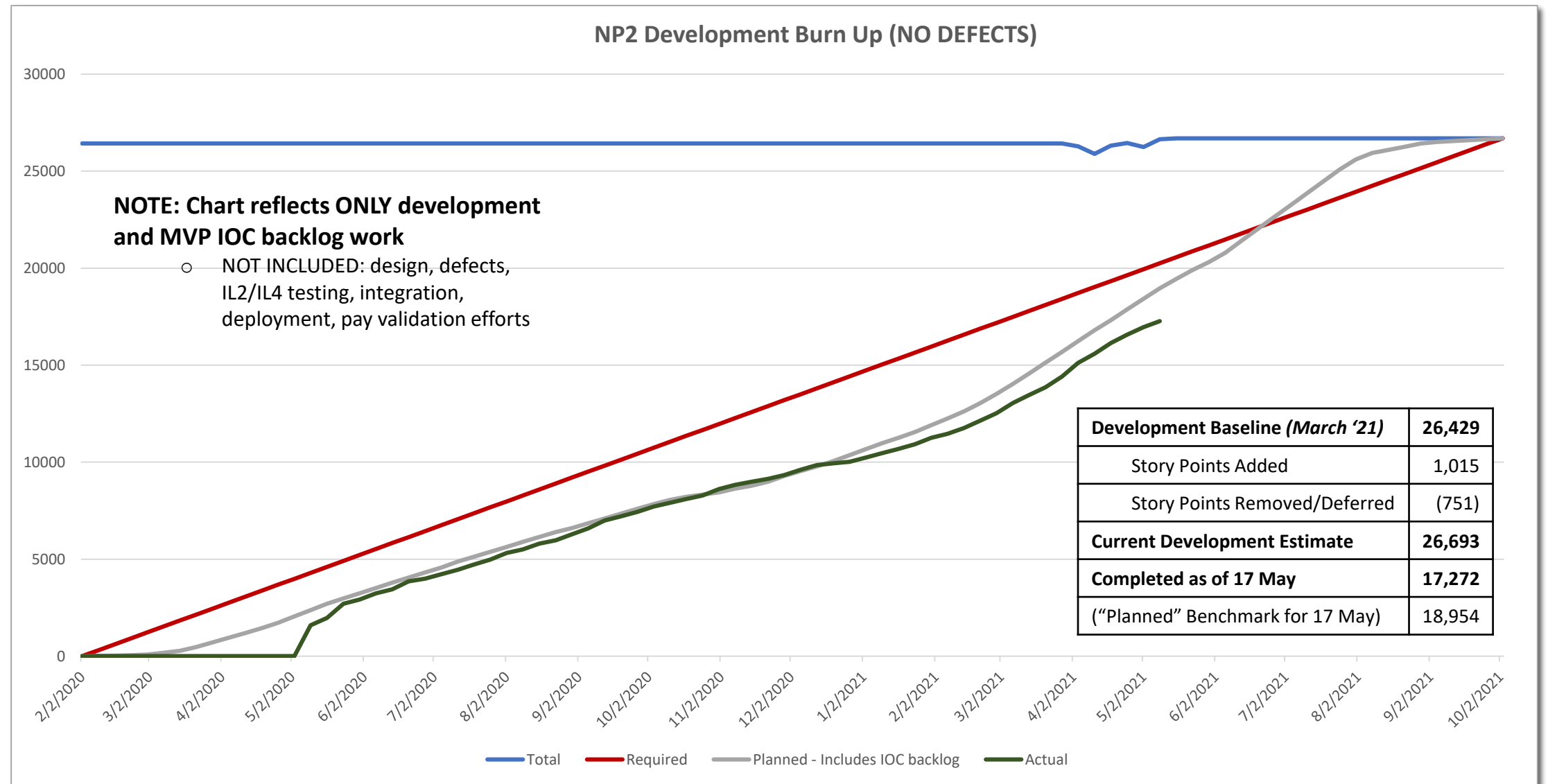**Subject:** [Non-DoD Source] Adjusted NP2 Burn Up and Down

(b) (6)

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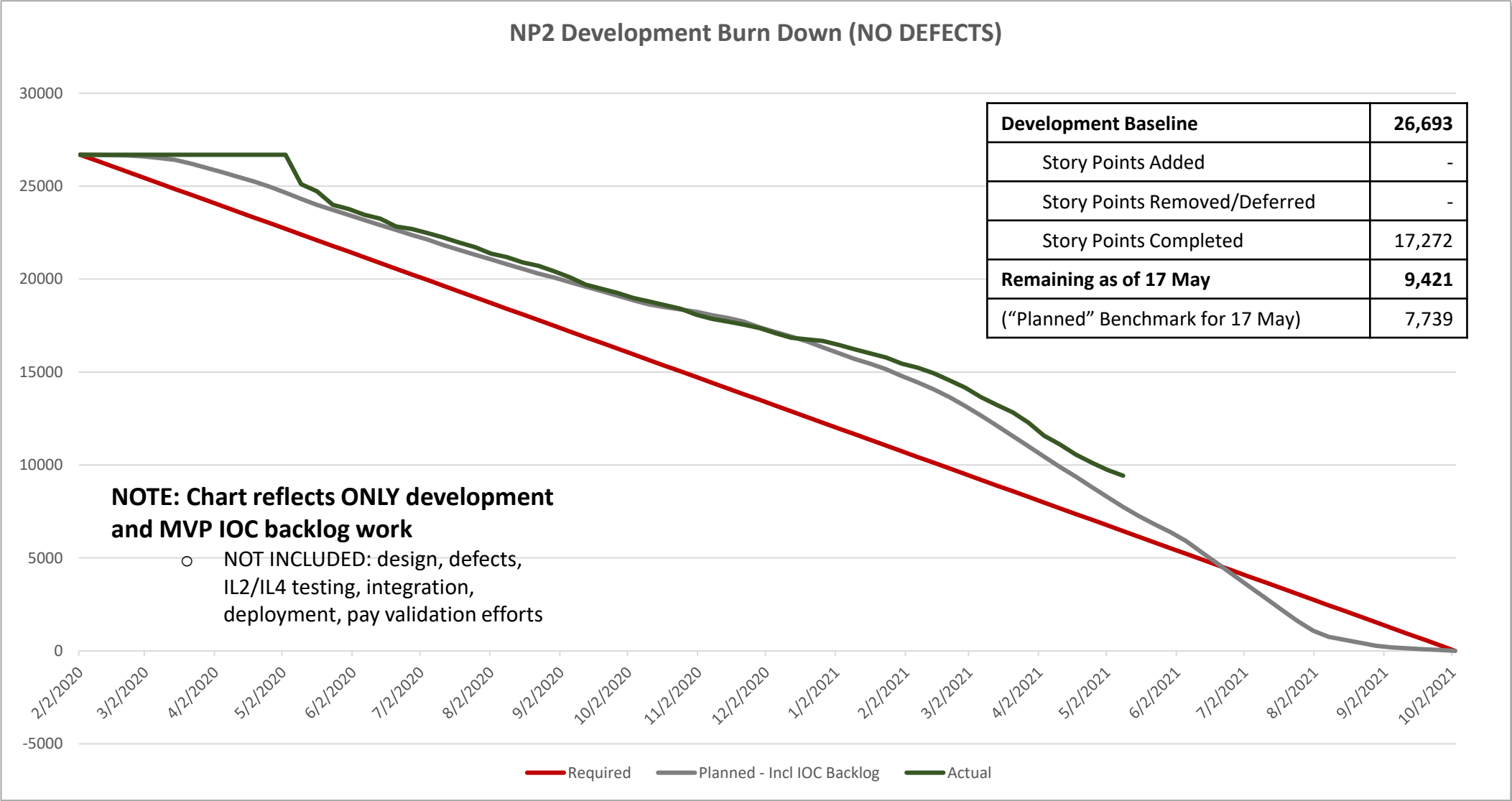
VR, (b) (6)

Navy Personnel and Pay (NP2)
Development Burn Up

NP2 Development Burn Up (NO DEFECTS)

NOTE: Chart reflects ONLY development and MVP IOC backlog work
- NOT INCLUDED: design, defects, IL2/IL4 testing, integration, deployment, pay validation efforts

Development Baseline *(March '21)*	**26,429**
Story Points Added	1,015
Story Points Removed/Deferred	(751)
Current Development Estimate	**26,693**
Completed as of 17 May	**17,272**
("Planned" Benchmark for 17 May)	18,954

Legend: Total — Required — Planned - Includes IOC backlog — Actual

Navy Personnel and Pay (NP2)
Development Burn Down

NP2 Development Burn Down (NO DEFECTS)

Development Baseline	26,693
Story Points Added	-
Story Points Removed/Deferred	-
Story Points Completed	17,272
Remaining as of 17 May	9,421
("Planned" Benchmark for 17 May)	7,739

NOTE: Chart reflects ONLY development and MVP IOC backlog work
  o   NOT INCLUDED: design, defects, IL2/IL4 testing, integration, deployment, pay validation efforts

Legend: — Required   — Planned - Incl IOC Backlog   — Actual

Subject:	FW: FW: CACI - NP2 Execution Touchpoint
Start:	Tue 5/25/2021 8:30 AM
End:	Tue 5/25/2021 9:00 AM
Recurrence:	(none)
Meeting Status:	Accepted
Organizer:	
Categories:	O6/N1ES

Subject: CACI - NP2 Execution Touchpoint
When: Tuesday, May 25, 2021 12:30 PM-1:00 PM.
Where:

To discuss NP2 status
5/21: Adding N10

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Subject:	CACI - NP2 Execution Touchpoint
Start:	Thu 3/4/2021 11:00 AM
End:	Thu 3/4/2021 12:00 PM
Recurrence:	(none)
Meeting Status:	Accepted
Organizer:	
Categories:	Oh Shit, PEO

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